AMENDMENTS TO THE ABSTRACT, DRAWINGS AND SPECIFICATION

There are no amendments to the drawings.

There are no amendments to the Abstract.

Please amend the Specification by substitution of the amended paragraphs 0003 and 0021, and the section heading preceding paragraph 0011 presented below for the paragraphs and heading of like identification currently present in the application. The amendments are indicated by the required markings. Please note that the corrected section heading has underlining as an integral part of the heading.

[0003]   When all players have been dealt the proper number of cards for the card game that they are playing, the hand rank of each player is determined by the probability of cards occurring in his hand. For example, the probability of the first card dealt to a player from a fifty-two card deck being the Ace of Spades is 1 in 52. The probability of the next card being the Ace of Diamonds is 1 in 51. The probability of the third card dealt being the Ace of ~~Heart~~ Hearts is 1 in 50, etc. Randomly dealing cards makes it extremely difficult for multiple players to have hands that are competitively ranked within the same game. Typically, most players in the game are dealt hands that have low rankings which causes them to fold their hands prior to the end of the game or they will lose the game.

[Heading preceding paragraph 0011:]

~~DETAILED DESCRIPTION OF THE DRAWINGS~~
DETAILED DESCRIPTION AND PREFERRED EMBODIMENTS

[0021]   Next the initial single hand rank and the average deviation for each player are used to select the hand that is dealt to each of the player. Figure 5b illustrates the hand rank selected for each of the six players. Player one has a deviation multiplier of two, so player one's hand rank is selected as within the range of ±20 of the initial hand ranking, or 52 to 92 (straight 10 high to straight fl6 high). Using the formula discussed above, a

hand ranking of 66 (full house 3 high) is selected for player one. Player two has a deviation multiplier of one, so player two's hand rank is selected as within the range of ±10 of the hand ranking, or 62 to 82 (flush queen high to 4 of a kind 6 high). Using the formula discussed above, a hand ranking of 78 (4 of a kind 2 high) is selected for player two. Player three has a deviation multiplier of three, so player three's hand rank is selected as within the range of ±30 of the hand ranking, or 42 to 100 (3 of a kind 10 high to straight flush ace high). Using the formula discussed above, a hand ranking of 98 (straight flush queen high) is selected for player three. Player four has a deviation multiplier of one, so player four's hand rank is selected as within the range of ±10 of the hand ranking, or 62 to 82 (flush queen high to 4 of a kind 6 high). Using the formula discussed above, a hand ranking of 62 (flush queen high) is selected for player four. Player five has a deviation multiplier of two, so player ~~four's~~ five's hand rank is selected as within the range of 20 of the hand ranking, or 52 to 92 (straight 10 high to straight flush 6 high). Using the formula discussed above, a hand ranking of 77 (full house ace high) is selected for player five. Player six has a deviation multiplier of ~~toe~~ two, so player ~~four's~~ six's hand rank is selected as within the range of 20 of the hand ranking, or 52 to 92 (straight 10 high to straight flush 6 high). Using the formula discussed above, a hand ranking of 60 (flush 10 high) is selected for player six.